

### III. CLAIM AMENDMENTS

1. (Currently Amended) A method of starting a session in a synchronization system which comprises at least one electronic device acting as a client device and comprising communication means, at least one synchronization server and a communication network providing a message transmission service, the method comprising ~~the steps of:~~:

configuring the synchronization server to determine, for a request, indicating ~~thea~~ need for starting a session and to be transmitted to the client device, ~~the~~ an identifier of the synchronization server, a version identifier and ~~the~~an identifier of the requested synchronization session,

determining in the synchronization server ~~the~~ a maximum size for a message that is to be sent from the synchronization server to the client device for the request,

determining coding instructions, by which at least one of the identifiers can be coded into a bit sequence requiring substantially fewer bits than ~~its~~ an ASCII presentation of the at least one of the identifiers, in the synchronization server, and decoding instructions, by means of which the original identifier is obtained from the bit sequence, in the client device,

in response to ~~thea~~ need ~~offor~~ transmitting the request indicating the need for starting a session to at least one client device, forming one message, which message is shorter or as long as said maximum size and comprises at least said

identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions,

transmitting the message to the client device by using said message transmission service,

forming a session initialization message on the basis of the information included in the received message, at least part of said-the information being defined from the received bit sequence by means of said-the decoding instructions, and

transmitting the session initialization message from the client device to the synchronization server.

2. (Original) A method as claimed in claim 1, wherein a transport layer service in the synchronization system is configured by using a WAP protocol, whereby the message further comprises WSP header fields (Wireless Session Protocol).

3. (Original) A method as claimed in claim 2, wherein the message also denotes an application to which the content of the message should be directed, the denotion being defined by setting the information on the application to a predetermined location as from the beginning of the message or after a predetermined character, and the content of the message is directed in the client device to the application denoted by the message.

4. (Previously Presented) A method as claimed in claim 1, wherein the message transmission service is SMS.

5. (Original) A method as claimed in claim 1, wherein the identifier of the synchronization server is determined in the field containing a shared secret.
6. (Original) A method as claimed in claim 1, wherein the synchronization server is also configured to determine a bit sequence in the message, indicating whether the client or the server has caused the message.
7. (Original) A method as claimed in claim 1, wherein the coding instructions and the decoding instructions comprise one or more correspondence tables.
8. (Original) A method as claimed in claim 1, wherein the session is initialized for synchronizing a data set included in the client device and at least one database.
9. (Original) A method as claimed in claim 1, wherein the synchronization server transmits a request for starting a device management session, and the management session is initialized between the server and the client device.
10. (Currently Amended) A synchronization system comprising at least one electronic device acting as a client device and comprising communication means, at least one synchronization server and a communication network providing a message transmission service, in which synchronization system:

the synchronization server is configured to determine, for a request, indicating ~~the~~a need for starting a session and to be transmitted to the client device, ~~the~~an identifier of the synchronization server, a version identifier and ~~the~~an identifier of the requested synchronization session,

the synchronization server is configured to determine ~~the~~a maximum size for a message that is to be sent from the synchronization server to the client device for the request,

coding instructions, by which at least one of the identifiers can be coded into a bit sequence requiring substantially fewer bits than ~~its~~an ASCII presentation of the at least one of the identifiers, are determined in the synchronization server, and decoding instructions, by means of which the original identifier is obtained from the bit sequence, are determined in the client device,

in response to the need ~~of~~for transmitting the request indicating the need for starting a session to at least one client device, the synchronization server is configured to form one message, which message is shorter or as long as said maximum size and comprises at least said identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions,

the synchronization server is configured to transmit the message to the client device by utilizing the message transmission service,

the client device is configured to form a session initialization message on the basis of ~~the~~—information

included in the received message, at least part of the information being defined from the received bit sequence by means of said-the decoding instructions, and

the client device is configured to transmit the session initialization message to the synchronization server.

11. (Currently Amended) A synchronization server, which synchronization server is configured to determine, for a request, indicating the-a need for starting a session and to be transmitted to at least one client device, the-an identifier of the synchronization server, a version identifier and the-an identifier of the requested synchronization session, the synchronization server is configured to determine the-a maximum size for a message that is to be sent from the synchronization server to the client device for the request, in which synchronization server coding instructions, by which at least one of the identifiers can be coded into a bit sequence requiring substantially fewer bits than its-an ASCII presentation of the at least one of the identifiers, are determined, which synchronization server, in response to the-need of transmitting the request indicating the need for starting a session to at least one client device, is configured to form one message, which message is shorter or as long as said maximum size and comprises at least said identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions, and which synchronization server is configured to transmit the message to at least one client device by utilizing the-a message transmission service.

12. (Cancelled)

13. (Currently Amended) A computer program embodied on a computer readable storage medium~~loadable to the memory of a synchronization server~~, said program product comprising a computer program code, which, when being executed in ~~the~~a processor of ~~the~~a synchronization server, causes the synchronization server to:

determine, for a request, indicating ~~the~~ need for starting a session and to be transmitted to at least one client device, ~~the~~an identifier of the synchronization server, ~~the~~an identifier of a synchronization protocol version supported by the synchronization server and ~~the~~an identifier of the requested synchronization session,

determine ~~the~~a maximum size for a message that is to be sent from the synchronization server to the client device for the request,

set coding instructions, by which it can code at least one of the identifiers into a bit sequence requiring substantially fewer bits than ~~its~~an ASCII presentation of the at least one of the identifiers,

in response to ~~the~~a need ~~effor~~ transmitting the request, indicating the need for starting a session to at least one client device, forming one message, which message is shorter or as long as said maximum size and comprises at least said

identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions, and

transmit the message to at least one client device by utilizing thea message transmission service.

14. (Cancelled)

15. (Previously Presented) A synchronization server according to claim 11, wherein a transport layer service is configured by using a WAP protocol, whereby the message further comprises WSP header fields (Wireless Session Protocol).

16. (Previously Presented) A synchronization server according to claim 11, wherein the message also denotes an application to which the content of the message should be directed, the synchronization server being configured to define the denotation by setting the information on the application to a predetermined location as from the beginning of the message or after a predetermined character.

17. (Previously Presented) A synchronization server according to claim 11, wherein the message transmission service is SMS.

18. (Previously Presented) A synchronization server as claimed in claim 11, wherein the synchronization server is configured to determine the identifier of the synchronization server in the field containing a shared secret.

19. (Previously Presented) A synchronization server according to claim 11, wherein the synchronization server is also configured to determine a bit sequence in the message, indicating whether the client or the server has caused the message.
20. (Previously Presented) A synchronization server according to claim 11, wherein the coding instructions comprise one or more correspondence tables.
21. (Previously Presented) A synchronization server according to claim 11, wherein the synchronization server is configured to initialize the session for synchronizing a data set included in the client device and at least one database.
22. (Previously Presented) A synchronization server according to claim 11, wherein the synchronization server is configured to transmit a request for starting a device management session, and the synchronization server is configured to initialize the management session between the server and the client device.
- 23-29. (Cancelled)
30. (Currently Amended) An electronic device comprising:  
means for receiving and transmitting messages;

means for communicating with a synchronization server, for which synchronization server said electronic device acts as a client device;

means for storing decoding instructions, by means of which decoding instructions an original identifier is obtainable from a bit sequence coded by the synchronization server and indicating in coded form at least one of ~~the following identifiers~~: an identifier of the synchronization server, a version identifier and an identifier of ~~the~~ a requested synchronization session;

means for converting at least one bit sequence included in a message received from the synchronization server into the original information on the basis of the decoding instructions;

means for forming an initialization message for a session between the synchronization server and said device on ~~the~~ a basis of ~~the~~ information indicated by the message received from the synchronization server, at least part of the information being defined from ~~the~~ or at least one bit sequence included in the received ~~message~~ bit sequence by means of ~~said~~ the decoding instructions; and

means for sending the initialization message for the session to the synchronization server.

31. (Previously Presented) An electronic device according to claim 30, wherein the electronic device comprises:

means for altering the configuration of said device according to commands received from the server during the session.

32. (Previously Presented) An electronic device according to claim 30, wherein a transport layer service is configured by using a WAP protocol, whereby the message further comprises WSP header fields (Wireless Session Protocol).

33. (Previously Presented) An electronic device according to claim 30, wherein the message also denotes an application to which the content of the message should be directed, the denotation being defined by information on the application in a predetermined location as from the beginning of the message or after a predetermined character; and

the electronic device is configured to direct the content of the message to the application denoted by the message.

34. (Previously Presented) An electronic device according to claim 30, wherein the electronic device is configured to communicate with the synchronization server by SMS.

35. (Previously Presented) An electronic device according to claim 30, wherein the electronic device is configured to determine the identifier of the synchronization server from the field containing a shared secret.

36. (Previously Presented) An electronic device according to claim 30, wherein the decoding instructions comprise one or more correspondence tables.

37. (Previously Presented) An electronic device according to claim 30, wherein the synchronization server is a device management server and the session is a device management session.

38. (Currently Amended) A computer program embodied on a ~~loadable to the memory of an~~ ~~electronic device,~~ said computer program comprising a—program code, which, when being executed in ~~the a~~ processor of ~~the~~an electronic device, causes the electronic device to:

set decoding instructions, by means of which decoding instructions an original identifier is obtainable from a bit sequence coded by ~~the a~~ synchronization server and indicating in coded form at least one of the—following identifiers: and identifier of the synchronization server, a version identifier and an identifier of ~~the a~~ requested synchronization session;

convert at least one bit sequence included in a message received from the synchronization server into the original information on the basis of the decoding instructions;

form an initialization message for a session between the synchronization server and said device on the basis of ~~the~~ information indicated by the message received from the synchronization server, at least part of the information

being defined from the received bit sequence by means of  
said the decoding instructions; and

send the initialization message for the session to the synchronization server.

39. (Currently Amended) A method for indicating a need for starting a synchronization session, —~~the method comprising steps~~—  
eff:

configuring a synchronization server to determine, for a request, indicating the a need for starting a session and to be transmitted to a client device, the an identifier of the synchronization server, a version identifier and the an identifier of the a requested synchronization session,

determining in the synchronization server the a maximum size for a message that is to be sent from the synchronization server to the client device for the request,

determining code instructions, by which at least one of the identifiers can be coded into a bit sequence requiring substantially fewer bits than ~~it's~~ the at least one identifier's ASCII presentation, in the synchronization server, and decoding instructions, by means of which the original identifier is obtained from the bit sequence, in the client device,

in response to the a need ~~effor~~ transmitting the request indicating the need for starting at session to al least one client device, forming one message, which message is shorter

or as long as said maximum size and comprises at least said identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions, and

transmitting the message to the client device by using a message transmission service.

40. (New) An electronic device configured to communicate with a synchronization server, for which synchronization server the electronic device is configured to act as a client device, the electronic device comprising:

a processor,

a memory for storing computer program code for controlling the processor, the memory comprising:

computer program code for decoding instructions, by means of which decoding instructions an original identifier is obtainable from a bit sequence coded by the synchronization server and indicating in coded form at least one of following identifiers: an identifier of the synchronization server, a version identifier and an identifier of a requested synchronization session;

computer program code for converting at least one bit sequence included in a message received from the synchronization server into original information on the basis of the decoding instructions;

computer program code for forming an initialization message for a session between the synchronization server and the

electronic device on the basis of information indicated by the message received from the synchronization server, at least part of information in the initialization message being defined from the received bit sequence by means of the decoding instructions; and

computer program code for sending the initialization message for the session to the synchronization server.

41. (New) An apparatus embodying a synchronization server, which synchronization server is configured to determine for a request, indicating a need for starting a session and to be transmitted to at least one client device, an identifier of the synchronization server, a version identifier and an identifier of the requested synchronization session, the synchronization server is configured to determine a maximum size for a message that is to be sent from the synchronization server to the client device for the request, in which synchronization server coding instructions, by which at least one of the identifiers can be coded into a bit sequence requiring substantially fewer bits than its ASCII presentation, are determined, which synchronization server, in response to a need for transmitting the request indicating the need for starting a session to at least one client device, is configured to form one message, which message is shorter or as long as said maximum size and comprises at least said identifiers, at least one of which is presented as a bit sequence defined according to the coding instructions, and which synchronization server is configured to transmit the message to at least one client device by utilizing a message transmission service.